

## INTRODUCTION

The memory board you have received can fill any one of the four 8K blocks of memory in a 32K system. These blocks of memory are illustrated in Figure 1 with their appropriate addresses. If your system is larger than 32K refer to the modification outlined on page 11 of this manual.

FEB 22 1984

FIGURE 1

	8K 0 to 8K	8K 8 to 16K	8K 16 to 24K	8K 24 to 32K
	system ROM	transparent to SINCLAIR system	-- available RAM --	
	BLOCK 0	BLOCK 1	BLOCK 2	BLOCK 3
A13	0	1	0	1
A14	0	0	1	1

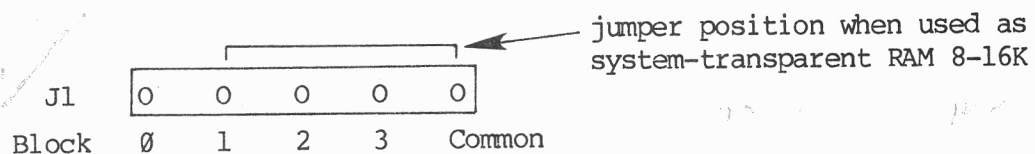
The first 8K is occupied by the operating system and BASIC interpreter of the ZX81 computer. You can modify the SINCLAIR system by using this board in the 0 to 8K slot.

The second 8K is not occupied and is an ideal place to store your own system utilities and machine language routines. It is primarily for this location that this 8K board, with its nonvolatile memory, is designed.

The remaining 16K is available for Sinclair BASIC system RAM. It may be 1K for a simple ZX81, 2K for an upgraded ZX81 or TS1000, or 16K for a system with a 16K RAM pack. Note that if you require a full 16K of system RAM it is more economical to purchase a Sinclair RAM pack for \$49.95 rather than use two of these boards. However, this board can be jumper-programmed to occupy either 8K of system RAM.

Selection of the different 8K blocks of memory is achieved by jumper J1 as shown in Figure 2.

FIGURE 2



Each configuration will be described in turn.

**SYSTEM ROM 0 - 8K**

This configuration is used only when you wish to modify the Sinclair operating system. The board can be populated by HM6116P CMOS RAM with low-power back-up or by 2716 or 2732 EPROM's. Jumper configurations for the different memory devices are discussed in the next section. Note that the character table in ROM is addressed by the Sinclair system logic chip and not by the CPU (the address bus is split). Initially you may wish to retain access to the character table (7680 to 8191 or 7.5K to 8K).

**SYSTEM TRANSPARENT RAM 8 - 16K**

The block of memory from 8 to 16K is transparent to the Sinclair system -- it doesn't know it's there. This area of memory is therefore an ideal place to store, either permanently or temporarily, machine language routines or data which are to be used by the BASIC system. Some examples of routines you might store in this block of memory are:

- \* fast graphics routines
- \* custom mathematical or statistical functions
- \* Sinclair code / ASCII conversion tables
- \* octal/decimal/hex conversion routines
- \* interrupt servicing routines
- \* I/O servicing routines for control applications
- \* a checksum routine
- \* a routine for resequencing BASIC programs
- \* a routine for merging BASIC programs
- \* a disc operating system (DOS) or other development system
- \* speech synthesis routines
- \* additional BASIC commands
- \* EPROM programming routines

Sample routines are described at the end of this manual.

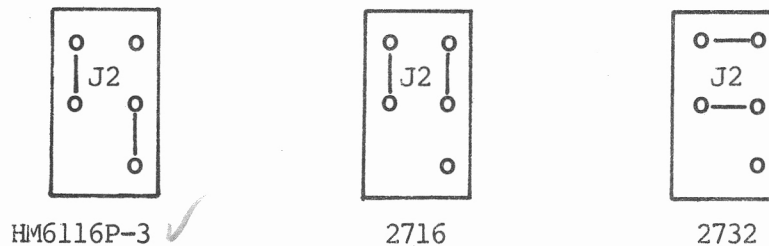
The use of HM6116LP-3 2K CMOS RAM memory IC's with a back-up power supply means that routines stored in the RAM are nonvolatile -- the RAM retains its memory even when the ZX81 is switched off or reset. Moreover, being RAM, the routines stored in the memory are easily modified. The lithium cell supplied with the board should maintain sufficient reserve power for about ten years for a fully populated board. See note on page 8.

Once you have established your system utilities and other machine language routines, you may wish to replace the 6116LP-3 CMOS RAM's by 2716 or 2732 EPROM's. This board can accommodate EPROM's in place of the CMOS RAM's. Jumper J2 is used to select the memory device type as shown in Figure 3. A mixture of RAM and EPROM is allowed -- see page 10.

Note that some commercially available accessories for the ZX81 system -- such as printers or disc drives -- allocate some portion of the transparent 8K block to the control of these systems. To accommodate such peripherals, the board can be partially populated. Alternatively, a paging system may be used. In such a system several devices occupy the same region but only one is enabled or selected at a particular time.



FIGURE 3

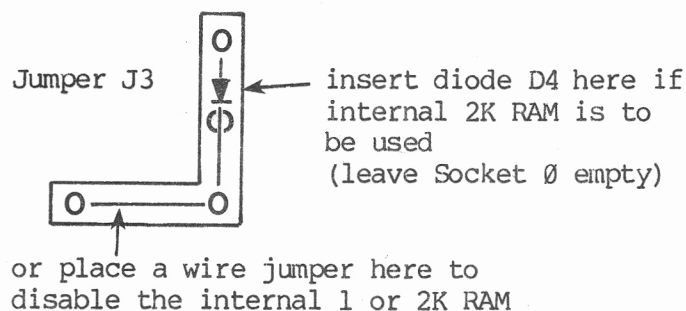


### SYSTEM AND USER RAM 16 - 32K

The board can be configured to occupy either 8K block of memory in the 16K of system/user RAM. You have, in addition, the option of disabling the internal 1 or 2K RAM of the ZX81 or Timex 1000, or of keeping the 2K of an upgraded system enabled and only partially populating the 8K board. Jumper J3 is used for this (see Figure 4).

The battery back-up and the associated circuitry is not required if the board is to be used solely as system/user RAM. See page 9.

FIGURE 4



### ASSEMBLY

PLEASE READ THE INSTRUCTIONS CAREFULLY BEFORE STARTING TO ASSEMBLE YOUR BOARD.

### EQUIPMENT NEEDED

A small electric soldering iron (15 to 25 watt) with a fine or micro tip  
 Fine gauge multicore solder (rosin core; 60/40 tin/lead)  
 A pair of diagonal wire cutters or some other means of cutting component leads  
 A multimeter, simple logic probe, or circuit-continuity tester

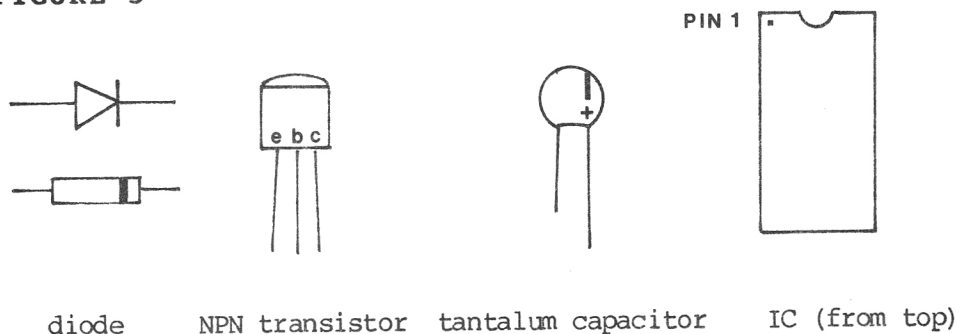
The board will probably take from two to four hours to assemble -- choose a well-lit workspace where you can organize the components and assemble the board undisturbed.

## COMPONENTS

DO NOT REMOVE THE CMOS RAM IC FROM ITS PROTECTIVE TUBE UNTIL NECESSARY.

Check and identify each component against the parts list. Note the polarity of the diodes, the tantalum capacitor, the transistors, and the IC's as shown in Figure 5. The polarity of the lithium cell is marked on it. Be careful not to short the leads of the cell and do not solder it to the board until instructed.

FIGURE 5



The printed circuit board is silkscreened with the parts placement diagram shown in Figure 6. The components are mounted on the side with the printing and all the soldering is done on the other side marked "circuit side".

The following procedure assumes that the board will be allocated the transparent region 8 - 16K and that 6116P-3 CMOS RAM's with a back-up power supply will be used. Changes to the procedure for other options are summarized later -- refer to these now if you choose an alternative option. The use of movable jumpers allows you to keep your options open and vary the use to which you put the board.

FIGURE 6

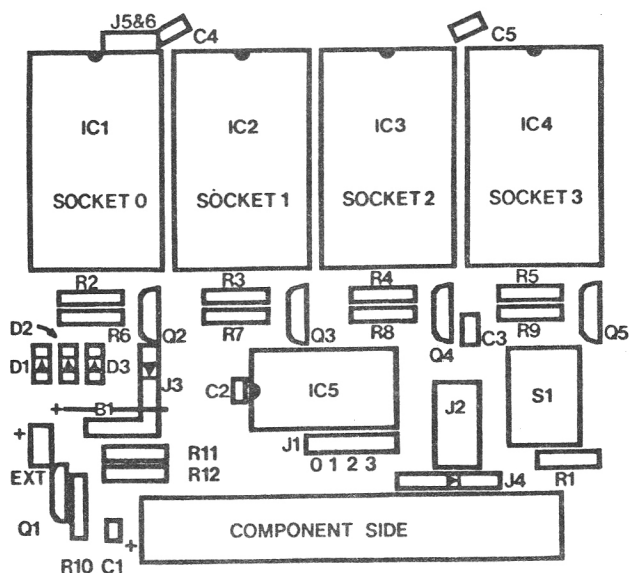
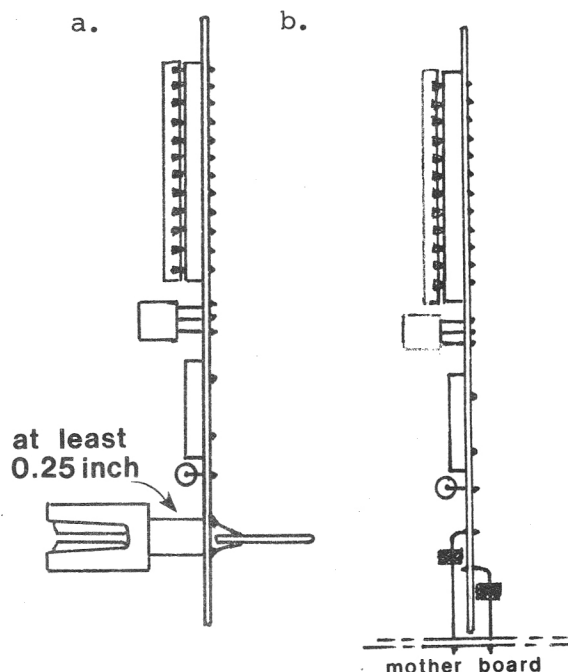


FIGURE 7



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**PROCEDURE**

- ☐ Refer to Figure 6. Solder in place the four 24 pin IC sockets. Note that the #1 pin is placed top left. This is the most tedious part of the assembly -- don't hurry. Make sure the soldering iron is clean and hot and use a minimum amount of solder. The bond should be shiny in appearance -- not a dull grey. Cold solder joints and solder bridges between traces are the most probable causes of ultimate malfunction. Always double check that the component is in the correct place before soldering. It's sometimes very difficult to remove a component from a pc board without damage either to the board or to the component.
- ☐ Solder the 16 pin IC socket in place -- note the polarity.
- ☐ Refer to Figure 7. Note that there are two ways to attach the memory board to your ZX81. If you have an expansion or mother board with the same signal arrangement you might prefer to use AP headers as shown in Figure 7b. Otherwise use the method shown in Figure 7a as follows. Insert the edge connector in the appropriate holes in the board. Adjust the stand-off from the board to at least 0.25". Make sure the connector is parallel to the board and solder one pin at each end. Check the alignment again and if you're satisfied solder the remaining pins on the connector.
- ☐ On the circuit side of the board, bend the wrap post pins of the socket in toward each other as shown in Figure 7. Secure the edge connector board between the rows and check the alignment. Make sure that each pin is in contact with the appropriate trace on the connector. Solder the rows top and bottom. Make sure that the polarizing key is in the correct slot.
- ☐ Solder in place the 100 ohm resistor R1 (brown-black-brown). See note below about omitting R1 (Fifth instruction on next page).
- ☐ Solder in place the four 1K resistors R2-R5 (brown-black-red).
- ☐ Solder in place the six 10K resistors R6-R10 & R12 (brown-black-orange).
- ☐ Solder in place the 100K resistor R11 (brown-black-yellow).
- ☐ Solder in place the three diodes D1 - D3. Note the polarity -- the black band toward the top of the board.
- ☐ Solder in place the four ceramic capacitors C2 - C5 (marked .047Z). These can go in either way round.
- ☐ Solder the tantalum capacitor C1 as close to the board as possible -- the positive lead must go in the hole nearer the bottom of the board. (For a ZX80 computer, mount C1 on the circuit side.)
- ☐ Solder the five NPN silicon transistors in their appropriate places. Note that the curved side of all transistors face the left. The transistor leads must be gently spread apart before mounting them in the appropriate holes. Be careful not to overheat the transistors when soldering them -- let the transistor cool before going on to the next lead. Mount Q1 as close to the board as possible.

- ☐ Solder jumper J1 in the appropriate holes (see Figure 2). If you intend to vary the 8K memory block to which the board is assigned then you may wish to use sockets for the jumper. Leads cut from the diodes or resistors may be used as jumper wires.
- ☐ Jumper J2 is configured as shown in Figure 3 for 6116P-3 CMOS RAM. Insert the two jumper wires and solder in place.
- ☐ Jumper J3 should not be inserted.
- ☐ Jumper J4 is a diode D4. Note the polarity (black band to the right). Insert and solder in place.
- ☐ Add the reset switch either on the front of the board or the back. There is more room for your finger if you mount the switch on the circuit side of the board. You may of course omit the switch and its associated resistor R1. It is recommended, however, that you use the switch to reset the CPU instead of pulling the power plug -- if the power is removed and then quickly restored the filter capacitor in the power supply, and the reset capacitor in the ZX81, may not fully discharge. This means that the Z80 CPU may accidentally write over your nonvolatile memory when it comes alive.
- ☐ Jumpers J5 and J6 are not used and should be left vacant.
- ☐ If you wish to use it, solder the external battery connector in place. Solder the lithium cell holder on the reverse side of the board. Press the holder firmly against the board while soldering in place.
- ☐ At this stage the board should be thoroughly checked. Look at all the solder joints and recheck the placement of components. Refer to Figure 8 and connect +5V and ground to the appropriate pins of the edge connector. Check for the presence of +5 and ground at each IC socket. Pinouts of the IC's are illustrated in Figure 9. Disconnect the supply.
- ☐ Plug IC5 into its socket. If the pins are spread too wide bend them in very gently by pressing an entire row of pins on one side of the IC against a hard surface. A piece of aluminum foil on wood works well and provides a grounded surface.
- ☐ CMOS devices are in general susceptible to damage by static electricity. Before taking the CMOS memory out of its protective tube ground yourself to remove any static charge. If you need to rest it somewhere place it on a piece of aluminum foil. Never place the device on a non conducting surface. You will probably have to bend the pins inward in order to fit the IC in its socket. Do so by gently pressing a row at a time on a grounded surface as described above. Plug the memory into the first socket (Socket 0).
- ☐ Do not add the lithium cell yet.

FIGURE 8

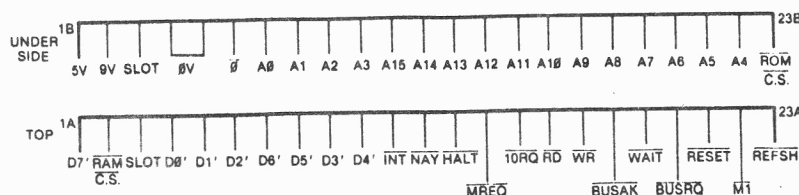
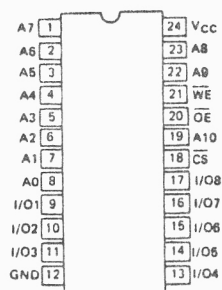
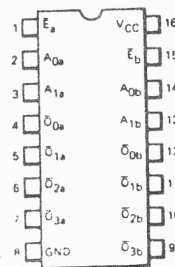


FIGURE 9



HM6116LP-3



74LS139

**MEMORY CHECK**

ALWAYS SWITCH OFF YOUR ZX81 BEFORE ADDING OR REMOVING THE 8K BOARD.

Its just as well to check the memory board with only one 2K CMOS RAM IC plugged in. If it works with one then the board can be fully populated and tested again.

Switch off the power and plug the board into the back of your ZX81. Do not add any other peripherals at this stage (one thing at a time). Switch on.

If the CMOS RAM board is to be used in the 8K slot from 16 to 24K then the Sinclair software can be used to test the memory. The top of system RAM is a variable 'RAMTOP' stored in memory locations 16388 and 16389 (decimal). The command PRINT (PEEK 16388 + 256\*PEEK 16389)/1024-16;"K" will print the size of system RAM. Note that not all of this memory is available to the user. Some of it is used for system variables (like 'RAMTOP'), some for the display file, some for the Z80 stack, etc.

If the CMOS RAM board is used in the 8 to 16K slot, then a simple test to check whether the board is functioning properly is to POKE 9000,N and then PRINT PEEK 9000 and see if you get the same N back again. (N is any decimal number between 0 and 255.) The address 9000 can be any number between 8192 and 10239 if the CMOS RAM chip is in Socket 0. The following BASIC program will test every address in the 2K of transparent RAM. It takes a long time (even in FAST mode -- the SLOW mode takes 4.5 minutes) and the machine language routine on the next page completes the test in a fraction of the time. This machine language routine is placed in a REM statement in system RAM -- intentionally or it would self-destruct.

BASIC PROGRAM TO CHECK EVERY MEMORY LOCATION BETWEEN 8192 AND 10239

*NUMBER 1*

```

5 FAST
10 FOR N = 8192 TO 10239
20 POKE N, 1
30 NEXT N
40 LET A = 0
50 FOR N = 8192 TO 10239
60 IF PEEK N-1=0 THEN LET A=A+1
70 NEXT N
80 PRINT "CMOS MEMORY = ";A/1024;"K"

```

MACHINE LANGUAGE PROGRAM TO CHECK EVERY MEMORY LOCATION BETWEEN 8K and 16K

First enter the BASIC program:

```
10 REM 123456789012345678901
20 PRINT "CMOS MEMORY ";USR 16514/1024;"K"
```

Now POKE in the following machine language program. You can poke the data into each location individually or you can use a short program like that on page 15.

<u>Address</u>	<u>Data</u>	<u>Mnemonic</u>
16514	33	LD HL, (top of memory area)
16515	255	
16516	63	
16517	1	LD BC, 0
16518	0	
16519	0	
16520	62	LD A, 31
16521	31	
16522	54	LD (HL), 1
16523	1	
16524	43	DEC HL
16525	188	CP H
16526	32	JNZ
16527	250	back 5 lines
16528	35	INC HL
16529	3	INC BC
16530	53	DEC (HL)
16531	40	JZ
16532	251	back 4 lines
16533	11	DEC BC
16534	201	RETURN

If you list the BASIC program now you will see that the REM statement contains characters corresponding to the data POKED in. Now enter RUN.

### BATTERY BACK-UP

At this point, if all is well, the lithium cell can be placed in its holder -- slip it gently under the positive terminal. POSITIVE SIDE UP.

When the 8K nonvolatile memory board is not in use, leave it plugged into the ZX81 -- even when the ZX81 is not switched on. Doing this effectively keeps the address and data lines to the CMOS RAM chips from floating high and ensures that the drain on the lithium cell stays below 1 microamp for a fully populated board -- an insignificant current.

You can of course disconnect the memory board from the computer and maintain the integrity of the data stored in it. However, the current consumption can, in certain circumstances, increase by as much as 100 times when the board is disconnected.

Estimates of how long the lithium cell (160mAh) will last range from 20 years or more if the board is kept attached to the computer down to 2 months to a year if the board is detached from the computer.

**WHAT TO DO IF IT DOESN'T WORK**

Remove the CMOS IC and leave in a safe place -- on aluminum foil or back in its tube. Remove IC5.

Visually check the entire board -- look for poor solder joints and solder bridges. They are the most likely causes of malfunction. The most probable place for a faulty solder joint is on the edge connector.

Make sure all components are in their proper places and in the correct way round.

Make sure the jumpers are correctly placed.

Without the IC's plugged in, connect the board to the ZX81 again and switch on. If you do not get a cursor then there must be either a solder bridge or an intermittent contact (again probably on the edge connector). If you obtain a cursor, power down, remove the board, plug in the IC's, and try again.

Clean the edge connector in your computer with a pencil eraser. Replace the IC's in their sockets and plug the board back in securely. Retest.

If the board still does not work remove the IC's again and check the continuity of all lines from edge connector to sockets and between sockets.

If the board works alone but not with a 16K RAM pack then look for a poor solder joint between the edge connector pins and the edge connector board. Sometimes solder flux on the edge connector inhibits contact -- make sure it is clean.

All parts supplied with this kit are guaranteed. Any part found to be defective will be replaced free of charge. Any part accidentally damaged by you will be replaced at cost. (List upon request.)

With some RAM packs, notably the Sinclair 16K RAM pack, you may experience a "wobble" problem. This lack of stability in the RAM pack causes intermittent contact in the signal lines between the 8K nonvolatile memory board and the RAM pack and will often lead to a system crash. A solution to the problem is to extend a rigid base backward from the ZX81, bolting it to the ZX81 via the two holes provided. The RAM pack can then in turn be bolted to the base creating a rigid assembly. Double-sided adhesive foam can be used in place of the bolts.

**OTHER OPTIONS****TO USE WITH A ZX80**

A ZX80 computer does not have  $\overline{\text{ROMCS}}$  available at the edge connector. It is necessary to make it available at 23B if the board is to be used for the transparent 8K block. Break the trace from the decoder IC6 pin 7 to the ROM pin 20 in the ZX80, bridge the break with a 680 ohm resistor, and wire a jumper from the  $\overline{\text{CS}}$  pin 20 on the ROM to pin 23B on the edge connector.



### MODIFICATIONS FOR 2716 EPROM'S

If the board is to be fully populated by 2716 EPROM's, resistors R2 to R12, all transistors Q1 to Q5, diodes D1 through D3, and the lithium cell should be omitted. Diode D3 should be replaced by a wire jumper and wire jumpers should also be inserted to connect the collector socket of each transistor Q2 through Q5 to the corresponding emitter socket. Jumpers J2 should be placed as shown in Figure 3. Jumper J1 should remain in position 1 for the 9 - 16K assignment and diode D4 should remain inserted in jumper J4.

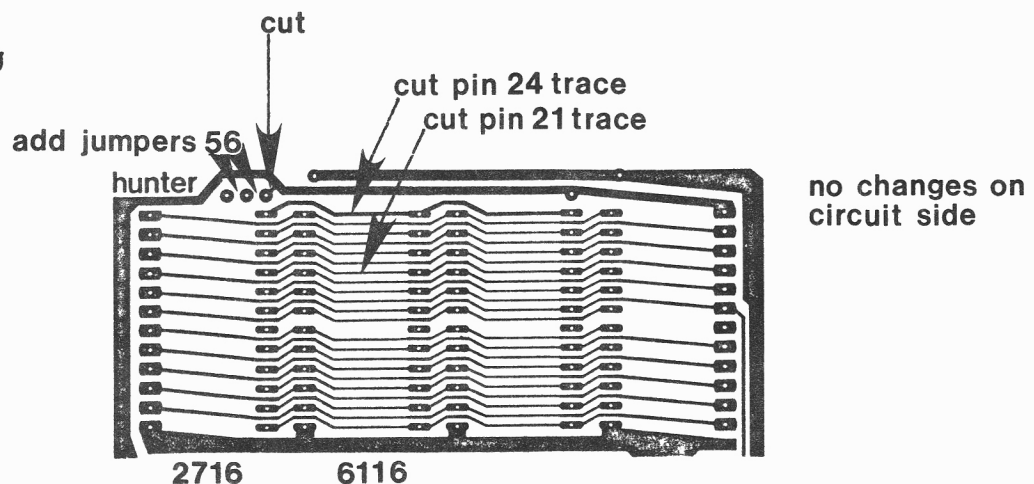
### MODIFICATIONS FOR 2732 EPROM'S

The same modifications are made if the 2732 EPROM's are to be used. Sockets 1 and 3 are used for two 2732 EPROM's. Jumpers J2 are placed as shown in Figure 3.

### MODIFICATIONS FOR A RAM/EPROM MIXTURE

HM6116 CMOS RAM's and 2716 EPROM's are pin compatible. You can replace one of the 6116's without circuit modification. For a permanent replacement use jumpers J5 and J6 to supply the full +5V to the EPROM. If J5 and J6 are inserted then both the pin 21 trace and the pin 24 trace must be cut between the 2716 and 6116P sections. Always have the 2716 EPROM's to the left (lower address) of the 6116P RAM's. All other traces to the pin 24 of each 2716 socket must also be cut. An example -- one 2716 and three 6116P devices -- is illustrated in Figure 10. It's also possible to have 2 2716's and 2 6116's. Note that if an EPROM is used then the transistor and its two associated resistors can be omitted for that location as described above.

FIGURE 10



It is recommended that, at least for experimentation, you use two boards -- one configured for CMOS RAM and the other for EPROM. Both can be connected at the same time so long as a particular socket is occupied on only one of the boards. If you wish to do this then a kit of a second board, a wire-wrap edge-connector, a pc edge connector board, five IC sockets, a 74LS139 decoder, a tantalum capacitor, four ceramic capacitors, and a diode (all you need), may be obtained for the special price of \$20 post paid if you return your initial receipt.

## MODIFICATIONS FOR USE AS SYSTEM RAM

When the board is used as system RAM the battery back-up is unnecessary and the same modifications described above for 2716 EPROM's can be made. However, if you intend to vary the use to which you put the board it is advisable to follow the assembly instructions detailed above for assignment to the transparent region. Changing over to system RAM is then done very simply by changing jumper J1 to position 2 and adding jumper J3 as illustrated in Figure 4. Note that cheaper NMOS memory IC's can be used in place of CMOS if the board is to be used as system RAM.

## USING THE BOARD IN A SYSTEM WITH MORE THAN 32K

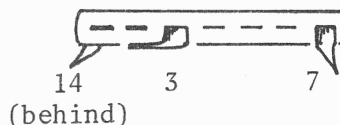
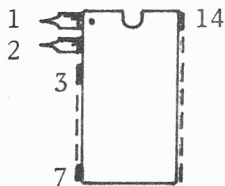
This board, like the Sinclair RAM pack, completely ignores A15 and is therefore limited to use within a 32K system. The board is enabled through  $\overline{\text{MREQ}}$  only. See Figure 13. It is however possible to use the board in a system addressing more than 32K by adding additional decoding. Moreover, it is possible to use the board in any 8K slot in such a system.

If the board is to be used as transparent memory (8-16K) in a system larger than 32K then the following procedure is suggested. In effect, A15 is combined with  $\overline{\text{MREQ}}$  in enabling the 74LS139 decoder. The gate used can be an OR gate, a combination of three NAND gates, or two NOR gates, etc. The following procedure refers to the use of a 74LS32 quad 2-input OR gate -- readily available from Radio-Shack and other retail outlets.

1. Remove the 74LS139 (IC5) from its socket.
2. Very gently bend up pin 1 and then bend it over sideways:

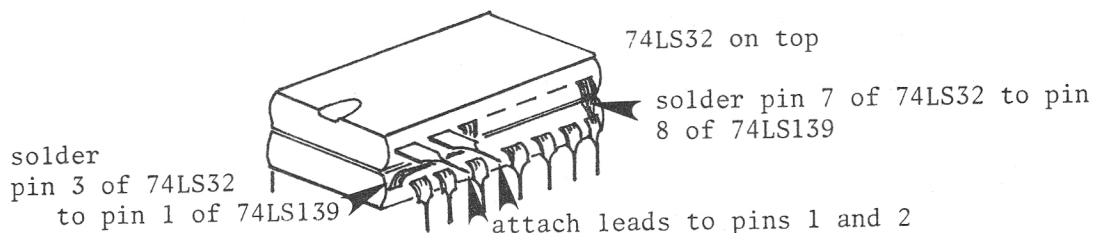


3. Obtain a 74LS32 IC and, again very gently, straighten pins 1 and 2 so that they point directly out. Pin 3 should be bent sideways as shown below. Pins 7 and 14 should be bent sideways a little. With loss of little power (less than 1 mA current), pins 4 through 6 and pins 8 through 13 can be cut off at the body of the IC. Check the following sections in this manual before you cut off any pins.



4. Mount the 74LS32 on top of the 74LS139. A thin strip of tape wrapped around their bodies will hold them together while you solder the leads. Pin 1's should be at the same end.

5. Solder together:
- |                         | <u>74LS139</u> |    | <u>74LS32</u> |
|-------------------------|----------------|----|---------------|
| (small amount of solder | pin 16         | to | pin 14        |
| and do not overheat)    | pin 8          | to | pin 7         |
|                         | pin 1          | to | pin 3         |



- Solder flying leads (about 1" insulated) to pins 1 and 2 of the 74LS32.
- Reinsert the dual IC package into the original socket on the board.
- Solder the free ends of the two flying leads to A15 and  $\overline{MREQ}$  at the edge connector. It doesn't matter which lead goes to which connector.
- The board is now uniquely addressed in the 8K to 16K region and can be used in a 64K system.

In order to use the board as RAM in a system with more than 32K of memory, it is necessary to include  $\overline{MI}$  in the decoding of the address. The article by John L. Oliger on page 5 of number 5 volume 3 (1982) of SYNTAX is recommended. The technique of mounting another IC on top of the 74LS139 can still be used.

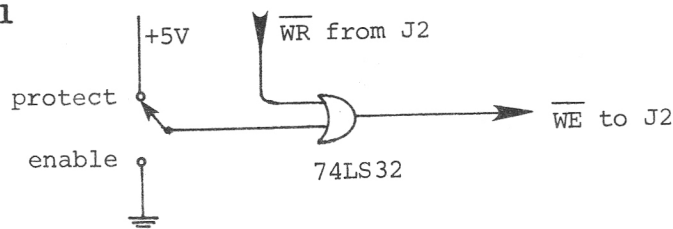
Note that none of the upper 32K of the possible 64K is available for BASIC or machine language routines. Variables and arrays can be stored in this area.

### WRITE PROTECT SWITCH

It is sometimes useful to be able to prevent writing over your nonvolatile memory -- for example when testing a machine language program for the first time. You may also notice that garbage characters can sometimes be written into your memory if the ZX81 is reset by pulling the plug (use the reset switch).

Jumper J2, one of the OR gates in a 74LS32, and an external switch can be used as shown in Figure 11.

FIGURE 11

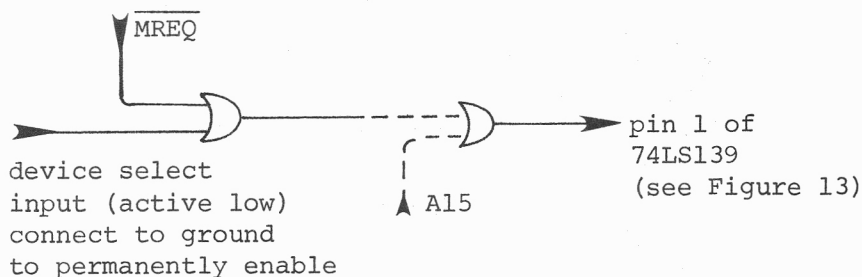


## PAGING

With the proliferation of devices using the 8-16K region it would be very useful to be able to have all the devices plugged in at one time but to enable only the one you wished to use at a particular instance. In such a system, each device would be addressed by a unique enable signal. This signal may be memory-mapped (the BASIC POKE command may then be used) or it may be generated in the I/O space (the machine language OUT command must be used because the SINCLAIR BASIC has no IN or OUT command). In order not to load down the data, address, and control lines of the ZX81 it is advisable to buffer them. See for example the diagram on page 37 of the Winter 1982 issue of SQ (Syntax Quarterly).

Each peripheral device then should have a device-enable input. One can be made for the 8K nonvolatile memory board using a third gate in the 74LS32 quad OR IC as shown in Figure 12.

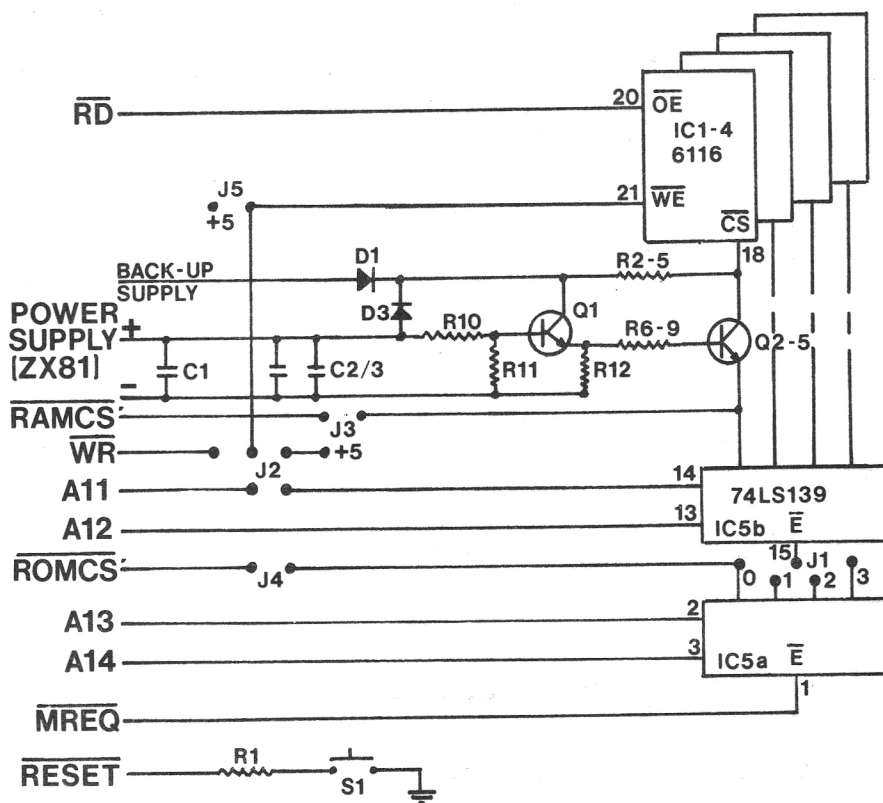
**FIGURE 12**



## PARTS LIST

- 1 Main pc board
- 1 Pc board edge connector
- 1 44 pin wire wrap edge connector
- 4 24 pin sockets
- 1 16 pin socket
- 1 momentary push button switch (Panasonic EVQ-PlR04K)
- 1 lithium cell holder (Memory Protection Devices BH906)
- 1 lithium 3V cell (Panasonic BR2325; Sanyo CR2032; etc.)
- 1 HM6116LP-3 150nsec low power 2K CMOS RAM (IC1)
- 1 74LS139 decoder (IC5)
- 4 1N4148 silicon diodes (D1-D4)
- 5 NPN general purpose silicon transistors (2N3904) (Q1-Q5)
- 1 100 ohm resistor (R1; brown black brown)
- 4 1K resistors (R2-R5; brown black red)
- 6 10K resistors (R6-R10, R12; brown black orange)
- 1 100K resistor (R11; brown black yellow)
- 1 10uF 16V tantalum capacitor (C1)
- 4 0.047uF ceramic bypass capacitors (C2-C5)
- 1 instruction manual

FIGURE 13 SCHEMATIC DIAGRAM



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## A SAMPLE DISPLAY ROUTINE

The display file in the Sinclair system does not occupy a fixed location but moves around as the program length changes (see page 128 in the operating manual). If you have more than 3.25K of system RAM, the graphics area of the display file normally consists of 704 characters (22 lines of 32 characters each). In addition there is a code 118 at the beginning of the display file, and a code 118 at the end of each line. Also note that there are two more lines below the graphics area.

The first routine listed below stores all characters (704) in the graphics area of the screen in a predetermined memory location. In this example the location is the block between 9000 and 9703 decimal (inclusive). The second routine loads the data back into the display file. The third routine fills the stored display file with a defined character (poked into 8236).

You can enter the machine code using the following BASIC program:

```
100 INPUT A
110 INPUT D           When prompted, enter the address of the first byte
120 POKE A,D          (8192) and then on the next prompt enter the data (42).
130 SCROLL            Continue entering the data until the end of listing 3.
140 PRINT A,D         To quit the program enter an L for example.
150 LET A=A+1
160 GOTO 110
```

After the machine language programs in listings 1, 2, and 3, have been entered, type NEW to clear the system and then try the BASIC program:

```
10 FOR N = 1 TO 704
20 PRINT " █ ";
30 NEXT N
40 RAND USR 8192
```

Now switch off your computer. Switch it back on and, with more than 3.25K of memory (use your RAM pack), enter RAND USR 8210. Your display should reappear. If you don't have a RAM pack you must first expand the display file by filling the screen with a character or by poking an artificially high value into the memory location for the variable "RAMTOP". For example, without a RAM pack attached, first enter the command POKE 16389,80 and then enter the command RAND USR 8210. Now try the program (in SLOW mode):

```
10 FOR N = 1 TO 63
20 POKE 8236,N
30 RAND USR 8229 + USR 8210
40 NEXT N
```

This program will give you an idea of how fast you can change the entire display. One advantage of having a secondary display file mapped in memory is that it allows you to make changes to the file over a period of time and then display all the changes simultaneously on the screen. This allows much smoother graphics.

## LISTING 1 SCREEN DUMP

Address	Data	Mnemonic
8192	42 12 64	LD HL (start of display file)
8195	17 40 35	LD DE (storage location starting address; 9000 decimal)
8198	62 22	LD A (number of lines in graphics area)
8200	35	INC HL
8201	1 32 0	LD BC (number of characters on a line)
8204	237	LDIR
8205	176	
8206	61	DEC A
8207	32	JNZ
8208	247	back 8 lines
8209	201	RETURN

## LISTING 2 RELOAD DISPLAY FILE

Address	Data	Mnemonic
8210	237 91 12 64	LD DE (start of display file)
8214	33 40 35	LD HL (storage location starting address; 9000 decimal)
8217	62	LD A (number of lines in graphics area)
8218	22	
8219	19	INC DE
8220	1 32 0	LD BC (number of characters on a line)
8223	237	LDIR
8224	176	
8225	61	DEC A
8226	32	JNZ
8227	247	back 8 lines
8228	201	RETURN

## LISTING 3 FILL DUMPED DISPLAY FILE WITH CHARACTER N

Address	Data	Mnemonic
8229	33 40 35	LD HL (storage location starting address; 9000 decimal)
8232	1 192 2	LD BC (number of characters in display; 704)
8235	54	LD (HL) (code for character to be displayed)
8236	128	other characters may be poked into this address
8237	35	INC HL
8238	11	DEC BC
8239	120	LD A,B
8240	177	OR C
8241	32	JNZ
8242	248	back 7 lines
8243	201	RETURN



---

### SAVE YOUR MACHINE LANGUAGE ROUTINES ON TAPE

Occasionally, by accident, it is possible to clear the entire 8K of transparent RAM or to fill it with garbage. Reentering even 1K of machine code can be extremely tiresome and it is advisable to store the contents of the CMOS RAM on tape periodically as a back-up. (Sooner or later the lithium cell will fail). The system SAVE command does not save any programs stored in the transparent region so the contents of the 8-16K block must be moved up into the system RAM and then SAVED. This can be done as follows. The only restriction in this procedure to make sure that your machine code contains no CODE 118 (decimal). This is because the 118 is recognized by the ZX81 system as the end of a statement. Replace any CODE 118's by 0 and note the addresses.

1. Enter the program:
 

```

10 REM 12345678901234567890123456789012345
12 INPUT N
14 POKE 16516, INT (N/256)
16 POKE 16515, N-256*INT (N/256)
18 RAND USR 16514
20 REM
      
```
2. Enter the machine code in listing 4 in the REM statement on line 10. If you use a BASIC program like that on page 15 to enter the machine code remember to delete it (or place it before the last REM). RUN. When prompted, enter the amount of memory you want to save (N) -- usually 2048 (2K) or 8192 (8K). The program takes less than a second for 8K. When you now LIST you will see that the REM statement on line 20 contains N asterisks.
3. Delete lines 10 through 18 and enter line 10 again:
 

```

10 REM 123456789012345678901234
      
```
4. Enter the machine code in listing 5. These routines assume that the size of the block to be transferred is 2K. For 8K change lines 16522 and 16534 to 32. Again, you can use a BASIC program to enter the machine code (for example at line 100) but do not attempt to delete or insert any line immediately following the REM statement on line 20.
5. You now have a program consisting of two REM statements:
 

```

10 REM (with the machine language in listing 5)
20 REM (with 2048 or 8192 asterisks)
      
```

Save this program on tape for future memory dumps.
6. Enter RAND USR 16514. This transfers the specified block of system-transparent memory up into the system RAM.
7. SAVE "name" on tape.
8. To reload your routines into the 8-16K block, reload from tape, enter RAND USR 16526, and then enter NEW to clear the system. Remember to rePOKE in any 118's you originally replaced with 0's.

**LISTING 4**      GENERATE REM STATEMENT

<u>Address</u>	<u>Data</u>	<u>Mnemonic</u>
16514	1    0    0	LD BC (size of REM statement)
16517	3	INC BC
	3	INC BC (add 2 for REM and CODE 118)
16519	42   12   64	LD HL (start of display file)
16522	43	DEC HL
	43	DEC HL
	43	DEC HL
	43	DEC HL (point to size of REM statement)
16526	113	LD (HL), C
	35	INC HL
	112	LD (HL), B (load size of REM statement)
	35	INC HL
16530	35	INC HL (point to address for new character)
	11	DEC BC (decrease BC to number of characters
	11	DEC BC to be entered)
	197	PUSH BC
	229	PUSH HL
16535	205   158   9	CALL (move everything up to make room)
16538	225	POP HL
16539	193	POP BC
16540	54   23	LD (HL), (character *)
16542	35	INC HL
	11	DEC BC
	120	LD A, B
	177	OR C
	32	JNZ
	248	(back 7 lines)
16548	201	RETURN

**LISTING 5**      DUMP OR LOAD TRANSPARENT MEMORY

<u>Address</u>	<u>Data</u>	<u>Mnemonic</u>
16514	33    0    32	LD HL (start of transparent RAM; 8192)
16517	17   160   64	LD DE (start of area in REM statement; 16544)
16520	1    0    8	LB BC (size of block to be transferred; 2048)
16523	237	LDIR
	176	
16525	201	RETURN
16526	33   160   64	LD HL (start of area in REM statement; 16544)
16529	17    0    32	LD DE (start of transparent RAM; 8192)
16532	1    0    8	LB BC (size of block to be transferred; 2048)
16535	237	LDIR
	176	
16537	201	RETURN

**MERGING BASIC PROGRAMS**

Having an area of memory transparent to the BASIC system allows you to merge BASIC programs and/or data easily. The following procedure is suggested:

1. Load one program from tape if not already resident in your system.
2. Move the program down to the transparent region (USR 8244).
3. Load the second program from tape.
4. Generate space in the system RAM for the merge.
5. Move the first program back up into the system RAM (USR 8269).

**LISTING 6** DUMP TO TRANSPARENT MEMORY

<u>Address</u>	<u>Data</u>	<u>Mnemonic</u>
8244	205 35 15	CALL fast mode
8247	17 125 64	LD DE (start of program area @ 16509)
8250	42 12 64	LD HL (start of display file)
8253	183	OR A (clear the carry flag)
8254	237 82	SBC HL, DE (obtain size of program)
8256	68 77	LD B, H and LD C, L (store in BC)
8258	33 40 35	LD HL (start of storage area @ 9000)
8261	113	LD (HL), C (store C in 9000)
8262	35	INC HL
8263	112	LD (HL), B (store B in 9001)
8264	35	INC HL
8265	235	EX DE, HL
8266	237 176	LDIR (store program @ 9002 onward)
8268	201	RETURN

**LISTING 7** GENERATE SPACE AND RELOAD PROGRAM

<u>Address</u>	<u>Data</u>	<u>Mnemonic</u>
8269	205 35 15	CALL fast mode
8272	237 75 40 35	LD BC (size of program)
8276	42 12 64	LD HL (start of display file)
8279	197 229	PUSH BC; PUSH HL
8281	43	DEC HL
8282	205 158 9	CALL routine at 2462 decimal
8285	209 193	POP DE; POB BC (note exchange)
8287	33 42 35	LD HL (start of storage area @ 9002)
8290	237 176	LDIR (reload program from storage area)
8292	201	RETURN

Enter the two routines in listings 6 and 7. Load the first BASIC program to be merged -- note that this program will eventually be at the higher address (higher line numbers). Enter RAND USR 8244. This routine moves the BASIC program down into the transparent RAM.

Clear the system and enter or load the second BASIC program. Do not duplicate line numbers taken by the first BASIC program -- make all the line numbers in this BASIC program less than the lowest line number in the first BASIC program dumped above. Enter:

```
IF USR 8269=0 THEN STOP
```

The STOP is necessary to prevent execution of the program after reloading.

This merge routine can be used to retrieve a number of BASIC programs from the 8-16K nonvolatile region. The first BASIC program could be an index which in turn could retrieve other programs by poking appropriate addresses into locations 8274, 8275, 8288, and 8289.

The following BASIC program is useful in renumbering lines:

```
9900 REM LINE RENUMBER
9905 PRINT "NOTE GOTO AND GOSUB ADDRESSES"
9910 PRINT
9915 PRINT "ENTER NUMBER FIRST LINE WILL BE"
9920 INPUT F
9925 PRINT
9930 PRINT "ENTER LINE INCREMENT"
9935 INPUT I
9940 PRINT
9945 LET N = 16509
9950 POKE N, INT (F/256)
9955 POKE N+1, F - 256*INT (F/256)
9960 REM POINT TO NEXT LINE
9965 LET N = N + PEEK (N+2) + 256*PEEK (N+3) + 4
9970 IF 256*PEEK N + PEEK (N+1) = 9900 THEN GOTO 9990
9975 LET F = F+I
9980 GOTO 9950
9990 PRINT "LAST LINE IS ";F;
```

#### AMOUNT OF FREE SPACE IN MEMORY

The amount of free space in memory is the "spare" memory between the top of calculator stack and the bottom of the machine stack. See page 128 in the ZX81 manual. The top of the calculator stack is stored as the ZX81 system variable "STKEND" and the bottom of the machine stack is always pointed to by the Z30 register sp (stack pointer). The following routine simply subtracts the two. To determine the amount of free memory in your system, enter the command PRINT USR 8297. The result will be the number of free bytes.

#### LISTING 8

#### AMOUNT OF FREE SPACE

Address	Data	Mnemonic	
8297	33 0 0	LD HL, 00	Clear HL
8300	57	ADD HL, SP	Move SP to HL
8301	237 91 28 64	LD DE (Stkend)	
8305	237 82	SBC HL, DE	Carry flag already cleared
8307	68 77	LD B, H and LD C, L	
8309	201	RETURN	



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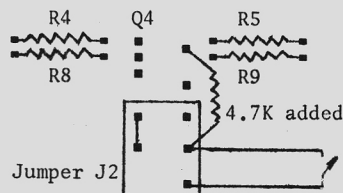
Telephone (517) 349-5650

-- IMPORTANT --

#### NOTE 1 A SIMPLE WRITE PROTECT SWITCH

Addition of a write-protect switch to your non-volatile memory board is worthwhile. It avoids loss of data which occasionally happens upon power up or down and it can prevent accidental writing over the memory when you test a machine language routine for the first time. A simple alternative to the protect switch described in the manual (and more reliable) can be added to the board as follows:

Replace C3 with a 4.7K resistor from the top hole for C3 and the center hole of J2. Add a SPST switch between the lower two holes of J2 as shown.



External switch (can be epoxied to board).  
Open switch to protect against WRITE  
Close switch to ENABLE WRITE

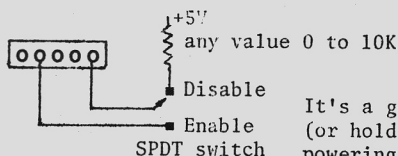
\*\*\*You must open the switch before power down or the lithium cell will drain much more quickly.

Connection  
Installed  
Switch enclosed

#### NOTE 2 DISABLING THE NON-VOLATILE RAM BOARD

Most reliable operation is achieved when the NVM board is left plugged into the computer. A problem arises when you need to use another device which also makes use of the 8-16K block. One solution is to omit the corresponding 2K 6116 IC -- for example, if you wanted to use a memotech centronics IF with the board you could omit the second 6116LP-3 (socket 1). An alternative solution is to disable the board when another device requires the 8-16K block. In fact using this method, several NVM boards can be attached at the same time. The best way to disable the board is shown below. It has the advantage of not interfering with the ROMCS' signal.

Remove jumper J1



It's a good idea to disable the board (or hold down the reset switch) when powering down your system.

NOTE 3 When the board is configured as nonvolatile RAM in the 8-16K region, jumper J3 is not used -- neither diode or wire jumper shown in Figure 4 of the manual should be inserted. Jumper J3 is used when the board is configured as system RAM. Note that Figure 12 on page 84 of the RADIO-ELECTRONICS article is incorrect -- the correct figure is shown on page 3 of the manual.

NOTE 4 Occasionally (with about 1% of ZX81/TS1000's) you may see the characters on the screen appear to disintegrate after the machine has been on 5 or 10 seconds. The problem will often disappear when the board is fully populated or when a RAM pack is added. In any event the cure is straightforward and if you experience this problem let me know immediately.

NOTE 5 If you use the board for 2732 EPROM's note that you can fully populate the board with four 2732's (16K) and then switch, or page, between the pair in sockets 0 and 2 and the pair in sockets 1 and 3 (8K each) by switching pin 14 of the 74LS139 from +5V (for sockets 1 & 3) to ground (for sockets 0 & 2). Pin 14 of the LS139 is accessed via the upper left hole in J2.

NOTE 6 If the board is kept plugged into the computer -- even when not in use -- the back-up power requirement is less than 1 microamp. An equally good technique is to plug a scrap piece of double-sided pc board into the 44-pin connector when the board is disconnected from the computer (short both sides of the scrap double-sided pc board together).



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FEB 22 1984

TEST:

1. Remove the protective foil from the edge connector.
2. There is no need to add the write enable/protect switch yet.
3. Switch OFF your computer (ZX81/TS1000/TS1500).
4. Plug the NVM board into your computer.
5. Try it first without a RAM pack, then try it with your 16K RAM pack if you have one.
6. Switch the computer on.
7. The cursor should appear immediately. If it doesn't then switch off and make sure that the board is plugged in correctly.
8. Enter as a direct command: RAND USR 8269







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6. Switch the computer on.
7. The cursor should appear immediately. If it doesn't then switch off and make sure that the board is plugged in correctly.
8. Enter as a direct command: RAND USR 8269

All routines 8-16K in manual are loaded.

write - enable switch - down  
when power down.

